

READ ME

TempoInfiniteRun
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HOW TO PLAY

Open **Start.unity** scene, and press play.

Input controls.

Mobile. swipe left, right to change line, swipe up to jump.

Standalone. A, D, arrow left, arrow right to change line, space up to jump.

Consoles. Left stick to change lines, south button (X, or A) to jump.

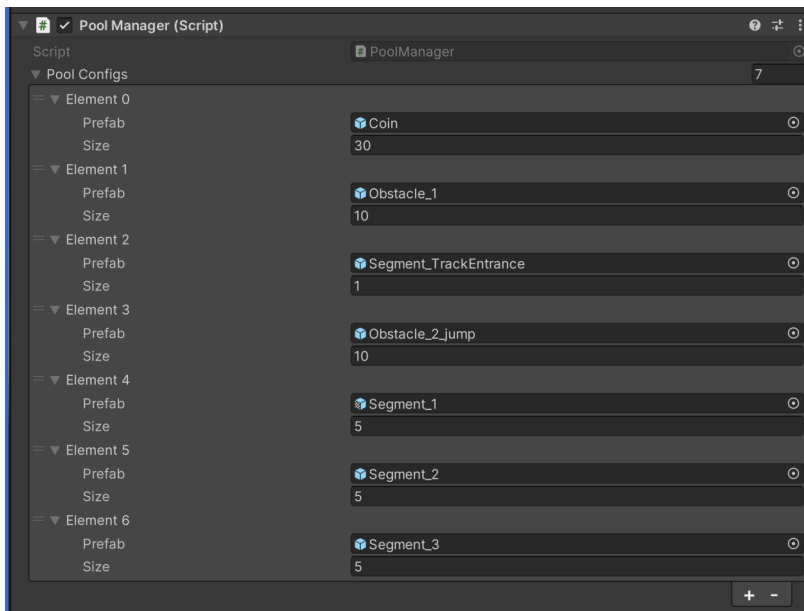
You can pickup pickup coins, once you hit obstacle game is over. After game is over you can restart it.

TECH DETAILS.

We run game from **Start.unity** scene meant to hide behind load screen **PoolManager** initialization, and async load addressable **Gameplay.unity** scene.

- most code base uses async/await C#

PoolManager can be configured with starting size

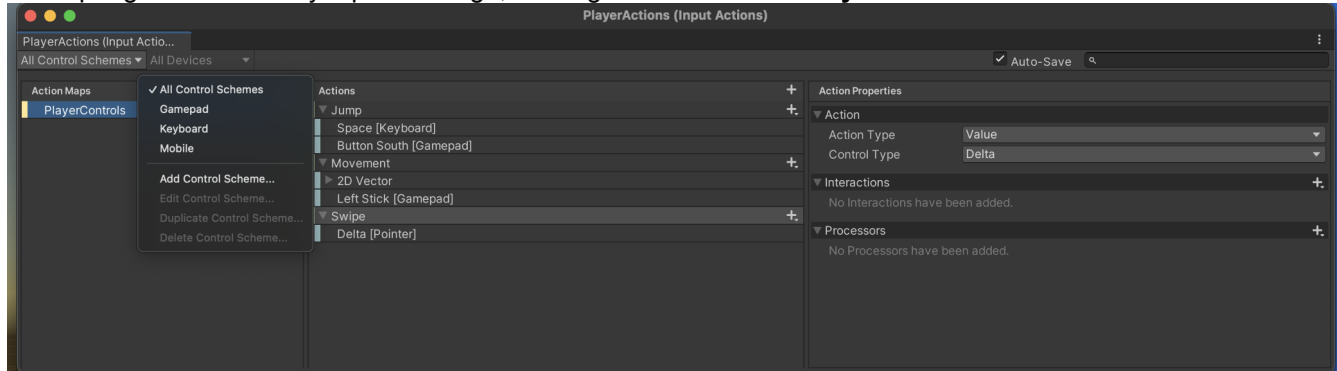


GAME STATE MACHINE

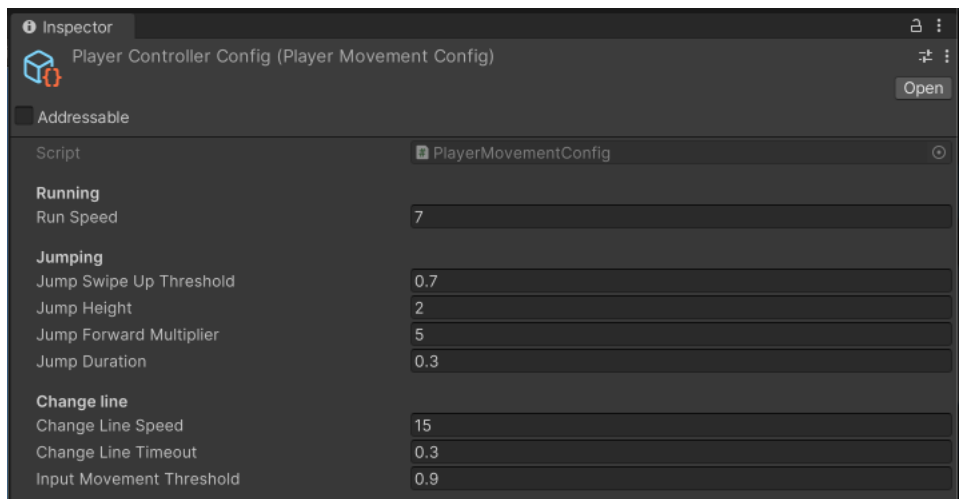
Game uses simple game state machine implemented in **GameManager.cs**. We have implementation for some states as partial classes of **GameManager** (in more mature project each state would be class on it's own)

INPUT

For Input game uses Unity Input Package, and logic to handle is in **PlayerController**.



Game design values for lane changes, jumping, running can be changed on **PlayerControllerConfig** scriptable object. Since it's ScriptableObject we can change it in the editor keep after we stop playing.



LEVEL GENERATION

Level Generated by **LevelGenerator** script, value exposed on **LevelConfig** scob.

